

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (currently amended) A method for locating a gaming machine on a casino floor comprising:
 - transmitting a first signal at a first time from a first transmitter;
 - transmitting a second signal at a second time from a second transmitter;
 - transmitting a third signal at a third time from a third transmitter;
 - receiving the first signal at a fourth time with a receiver;
 - receiving the second signal at a fifth time with the receiver;
 - receiving the third signal at a sixth time with the receiver;
 - calculating the time difference between the first time and the fourth time, the second time and the fifth time, and the third time and the sixth time;
 - calculating a distance between the receiver and the first transmitter to determine a first distance, a distance between the receiver and the second transmitter to determine a second distance, and a distance between the receiver and the third transmitter to calculate a third distance; and
 - calculating the location of the gaming machine based on an intersection point of at least the first distance, the second distance and the third distance;
 - generating a graphical map of the casino floor; and
 - indicating the location of the gaming machine on the graphical map of the casino floor.
2. (original) A method of Claim 1, wherein the receiver is located on the gaming machine.
3. (original) A method of Claim 1, wherein calculating a distance comprises multiplying a rate of propagation for a signal by the time between transmitting and receiving.
4. (currently amended) A method for locating a gaming machine on a casino floor comprising:
 - transmitting a first signal at a first time from a transmitter;
 - transmitting a second signal at a second time from the transmitter;
 - transmitting a third signal at a third time from the transmitter;
 - receiving the first signal at a fourth time with a first receiver;
 - receiving the second signal at a fifth time with a second receiver;

- receiving the third signal at a sixth time with a third receiver;
calculating a time difference between the first time and the fourth time, the second time and the fifth time, and the third time and the sixth time;
calculating a distance between the first receiver and the transmitter to determine a first distance, a distance between the second receiver and the transmitter to determine a second distance, and a distance between the third receiver and the transmitter to calculate a third distance; and
calculating the location of the gaming machine based on an intersection point of at least the first distance, the second distance, and the third distance;
generating a graphical map of the casino floor; and
indicating the location of the gaming machine on the graphical map of the casino floor.
5. (original) The method of Claim 4, wherein the transmitter is located on the gaming machine.
6. (original) The method of Claim 4, wherein the calculating a distance comprises multiplying
a rate of propagation for a signal by the time between transmitting and receiving.
7. (currently amended) A method for locating a gaming machine on a casino floor comprising:
receiving one or more signals from a tracking device, the tracking device being located on a gaming machine;
processing the one or more signals from the tracking device to determine location data regarding the gaming machine;
processing the location data in relation to casino floor location information to thereby determine the location of the gaming machine on the casino floor; and
configuring operational parameters of the gaming machine based upon the location of the gaming machine on the casino floor.
8. (original) The method of Claim 7, further including transmitting one or more signals from the tracking device located on the gaming machine.

9. (original) The method of Claim 7, wherein processing the one or more signals from the tracking device comprises processing signals received from at least three different receivers.
10. (original) The method of Claim 7, wherein the signal comprises an infrared type signal.
11. (original) The method of Claim 7, wherein the tracking device comprises a radio frequency identification tag.
12. (original) The method of Claim 7, further including generating a representation of the gaming machine on a graphical representation of the casino floor.
13. (currently amended) An apparatus for mapping a casino floor layout in a casino, the apparatus comprising:
one or more emitters located at one or more locations in the casino;
one or more detectors located at one or more locations in the casino, the detectors configured to detect the emitters;
a processor configured to receive and process data regarding the location of one or more of the emitters or one or more of the detectors in order to determine the location of one or more gaming machines on the casino floor layout, the processor also configured to generate a graphical map of the casino floor layout and to indicate the location of the one or more gaming machines on the graphical map; and
a communication channel configured to facilitate communication between the one or more emitters and the processor or the one or more detectors and the processor.
14. (currently amended) An apparatus as recited in The method of Claim-13, wherein the one or more emitters generate infrared signals.
15. (currently amended) An apparatus as recited in The method of Claim-13, wherein the one or more detectors generate energy that causes the emitters to emit a signal.
16. (currently amended) An apparatus as recited in The method of Claim-13, further including a mapping module configured to execute on the processor, to provide a graphical representation of the location of the one or more emitters.

17. (currently amended) An apparatus as recited in The method of Claim-13, wherein the one or more emitters emit a radio frequency signal.

18. (currently amended) An apparatus as recited in The method of Claim-13, wherein the one or more emitters are further configured to communicate with the processor over a computer network.

19. (currently amended) A system for tracking a location of one or more gaming machines within a building comprising:

one or more transmitters associated with one or more gaming machines, the transmitters configured to transmit one or more signals;

one or more receivers located within the building and configured to receive the one or more signals

at least one host computer in communication with the one or more receivers; and

a storage medium containing machine readable code configured to execute on the at least one host computer, the machine readable code configured to process data from the one or more receivers to determine the location of the one or more gaming machines, the machine readable code also configured to generate control commands for configuring operational parameters of the one or more gaming machines based upon the location of the gaming machines within the building.

20. (currently amended) A system as recited in claim The method of Claim-19, wherein the one or more transmitters comprise radio frequency identification tags.

21. (currently amended) A system as recited in claim The method of Claim-19, wherein the one or more receivers and at least one host computer communicate over a computer network.

22. (cancelled)

23. (currently amended) A system as recited in claim The method of Claim-19, further including machine readable code configured to monitor the location of the one or more gaming machines in relation to various aspects of the building.

24. (currently amended) A system as recited in claim 19, wherein each of the one or more signals generated by the one or more transmitters includes a unique code.

Claims 25-28 (cancelled)

29. (new) The method as recited in claim 1 further comprising:
locating at least two reference points on the casino floor; and
aligning the graphical map of the casino floor with the at least two reference points,
wherein the location of the gaming machine can be accurately indicated with respect to the graphical map.

30. (new) The method as recited in claim 4 further comprising:
locating at least two reference points on the casino floor; and
aligning the graphical map of the casino floor with the at least two reference points,
wherein the location of the gaming machine can be accurately indicated with respect to the graphical map.

31. (new) A system as recited in claim 13 wherein the processor is further configured to locate at least two reference points within the casino and to align the graphical map of the casino floor layout with the at least two reference points, wherein the location of the one or more gaming machines can be accurately indicated with respect to the graphical map.

32. (new) A method as recited in claim 7 further comprising:
receiving location operational parameters at a gaming machine control module, the location operational parameters defining rules that govern the operational parameters of the gaming machine based upon the location of the gaming machine on the casino floor.

33. (new) A method as recited in claim 32 wherein the location operational parameters define rules pertaining to at least one of enabling and disabling gaming machine operation, game selection, and payout rates.

34. (new) A method as recited in claim 32 further comprising:
generating control commands based at least in part upon the location operational parameters; and

transmitting the control commands to the gaming machine over a communication network wherein the control commands are used to configure the operational parameters of the gaming machine.

35. (new) A method as recited in claim 7 further comprising:
downloading a software update to the gaming machine if the gaming machine is located in a certain area of the casino floor.
36. (new) A method as recited in claim 7 further comprising:
determining if the gaming machine is located within a gaming machine prohibited area;
and
generating a warning notification that indicates that the gaming machine is not in compliance with certain gaming regulations.
37. (new) A method as recited in claim 7 wherein the gaming machine is one of a plurality of gaming machines, the method further comprising:
synchronizing at least two of the gaming machines that are located proximate to each other by configuring the at least two gaming machines to have substantially similar operational parameters.
38. (new) A method as recited in claim 7 wherein the gaming machine is one of a plurality of gaming machines, the method further comprising:
detecting when a first gaming machine experiences a winning event; and
configuring the operational parameters of a second gaming machine, which is located proximate to the first gaming machine, such that the second gaming machine generates certain sounds and video displays, whereby the certain sounds and video displays emphasize the winning event of the first gaming machine to patrons on the casino floor.
39. (new) A system as recited in claim 19 wherein the storage medium further comprises:
location operational parameters that govern the operational parameters of the one or more gaming machines based upon the location of the gaming machines within the building.

40. (new) A system as recited in claim 39 wherein the location operational parameters pertain to at least one of enabling and disabling gaming machine operation, game selection, and payout rates.

41. (new) A system as recited in claim 19 further comprising:
a communication network suitable for transmitting the control commands to the one or more gaming machines.